

~~SECRET STIPPLED NOFORN
SPECIAL ACCESS REQUIRED~~

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

PROJECT NUMBER:	9027	SESSION NUMBER:	2
DATE OF SESSION:	16 MAY 90	DATE OF REPORT:	18 MAY 90
START:	1351	END:	1435
METHODOLOGY:	CRV	VIEWER IDENTIFIER:	049

1. (S/STD) MISSION: To describe the target structure, identifying the entrances, the personnel who control it (who works/stays there; who comes and goes), its interior, and the contents of "containers in the structure".
2. (S/STD) VIEWER TASKING: Encrypted coordinates and "Target is a structure".
3. (S/STD) COMMENTS: No Physical Inclemencies reported.
4. (S/STD) EVALUATION:
5. (S/STD) SEARCH EVALUATION: N/A

Monitor: 011
Proj Mgr: 018

CLASSIFIED BY: DIA (DT)
DECLASSIFY: OADR

~~SECRET STIPPLED NOFORN
SPECIAL ACCESS REQUIRED
Handle Via SKEET Channels Only~~

P: 9027

S: 02

1) Tunnel leading to "Room w/ Boxes":

- row of plain light bulbs along ceiling of tunnel (two)

2) Room w/ boxes:

- at least one step down into room from tunnel
- [iron?] grate door across doorway; slides
vice opens in or out (opening in or out
would interfere with sensor [?] apparatus)
- small wooden "housing box" in corner just right of
doorway
 - 36" x 40" tall; 8" on a side
 - firmly attached to corner
 - contains something associated with
electrical energy (but doesn't control "sensor
apparatus")
- black wooden door and wooden panel in right
near corner
 - 1 or 2 steps up to door
 - small room occurs behind black wooden door
(door opens into room).

3) 2d room (behind Black Door):

- truncated shape (w/ prepared, brick walls)
- one table has a clutter of items, like tools, on top.
- a second table or shelves along another wall
- dark opening into a 3d room in right rear corner.
- step up into 3d room

4) 3d room:

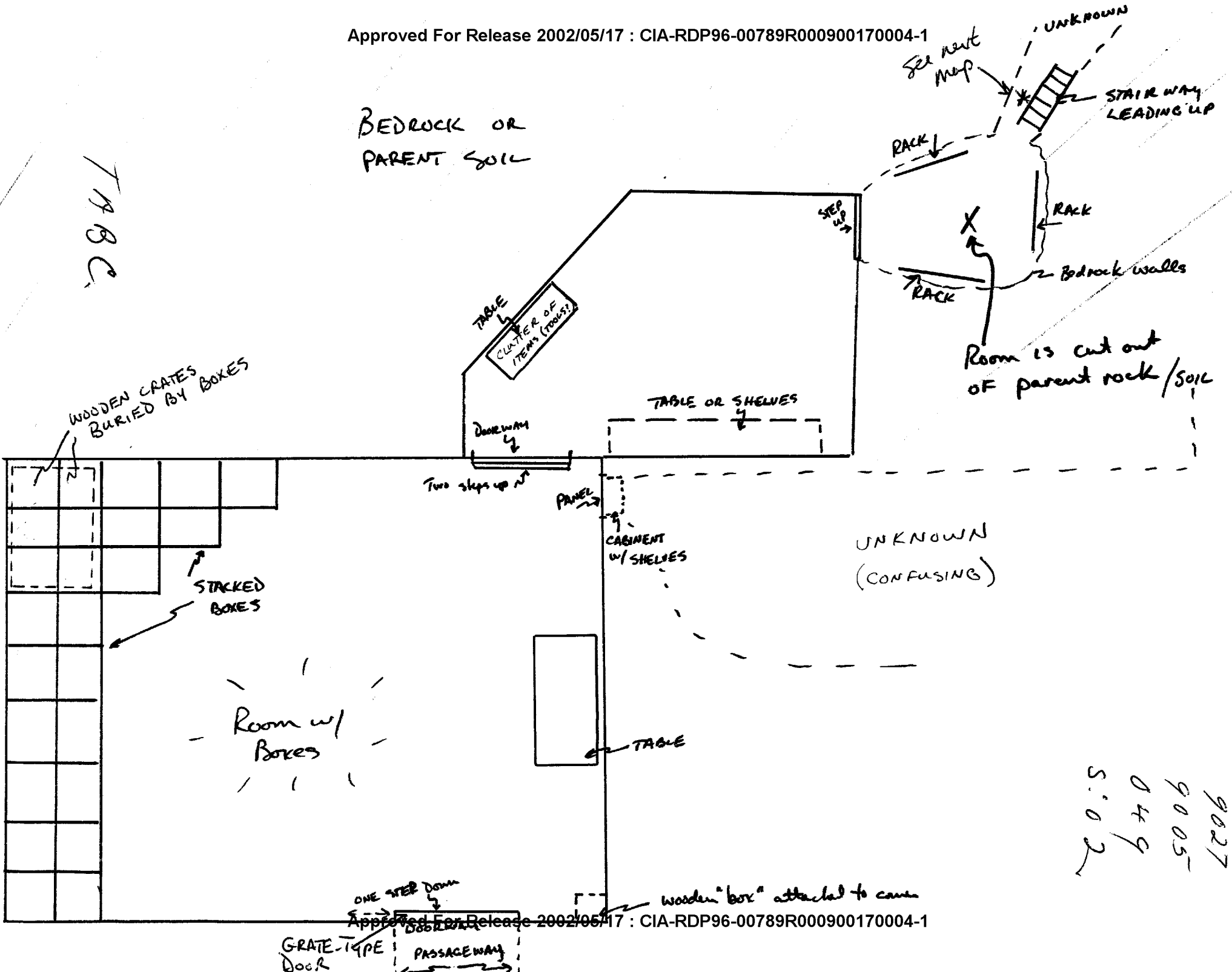
- cut or hollowed out of bedrock or parent rock/soil (walls are undressed rock)
- large racks along 3 walls
- floor is prepared brick
- humming sound associated with this room
- small opening in left rear corner
- opening leads to staircase

5) Staircase:

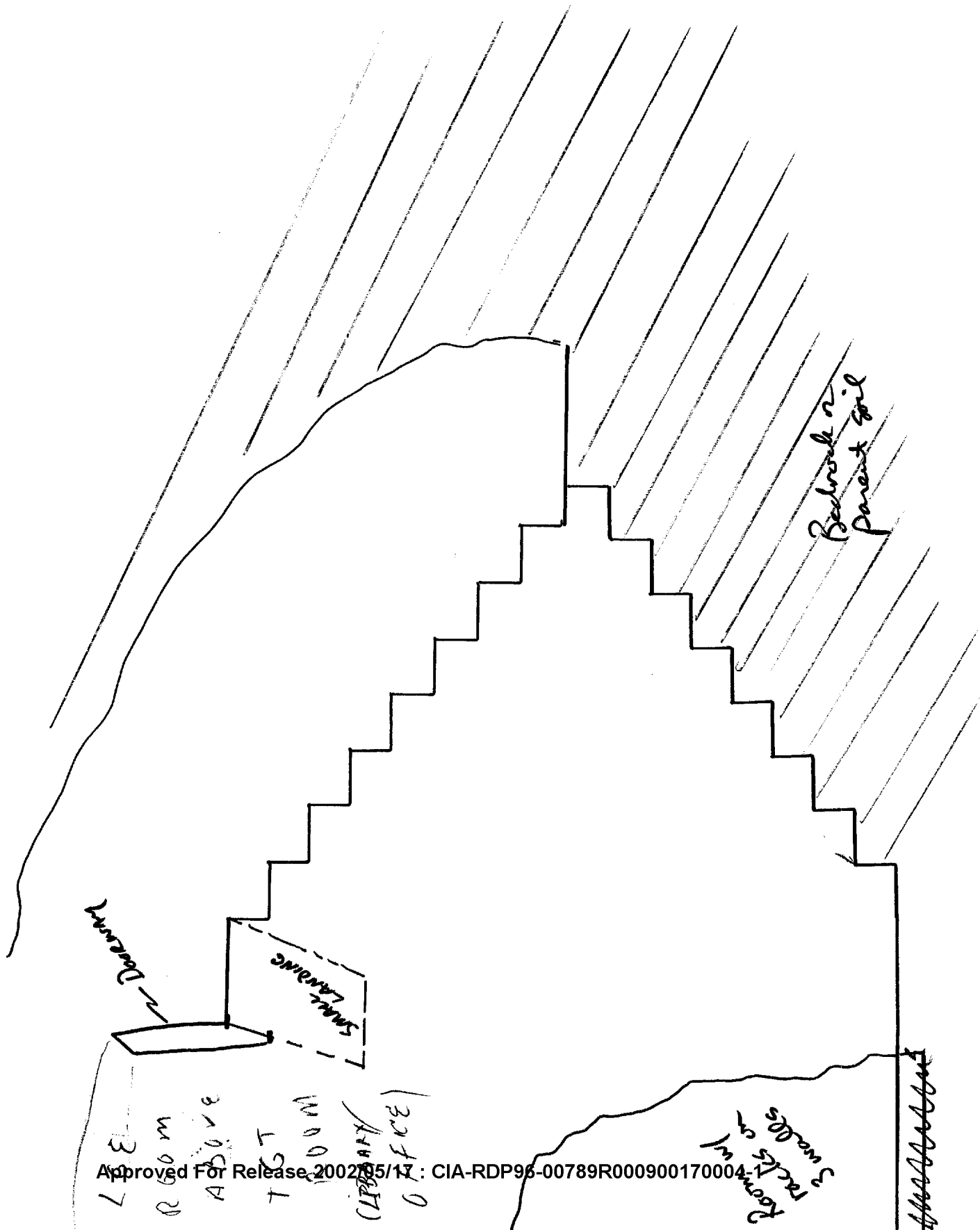
- leads up two flights to small landing and wooden door
- dark, open space left of, and behind, stairway.
- large open room behind door; sits above ~~largest room~~ (abt of light w/in room)

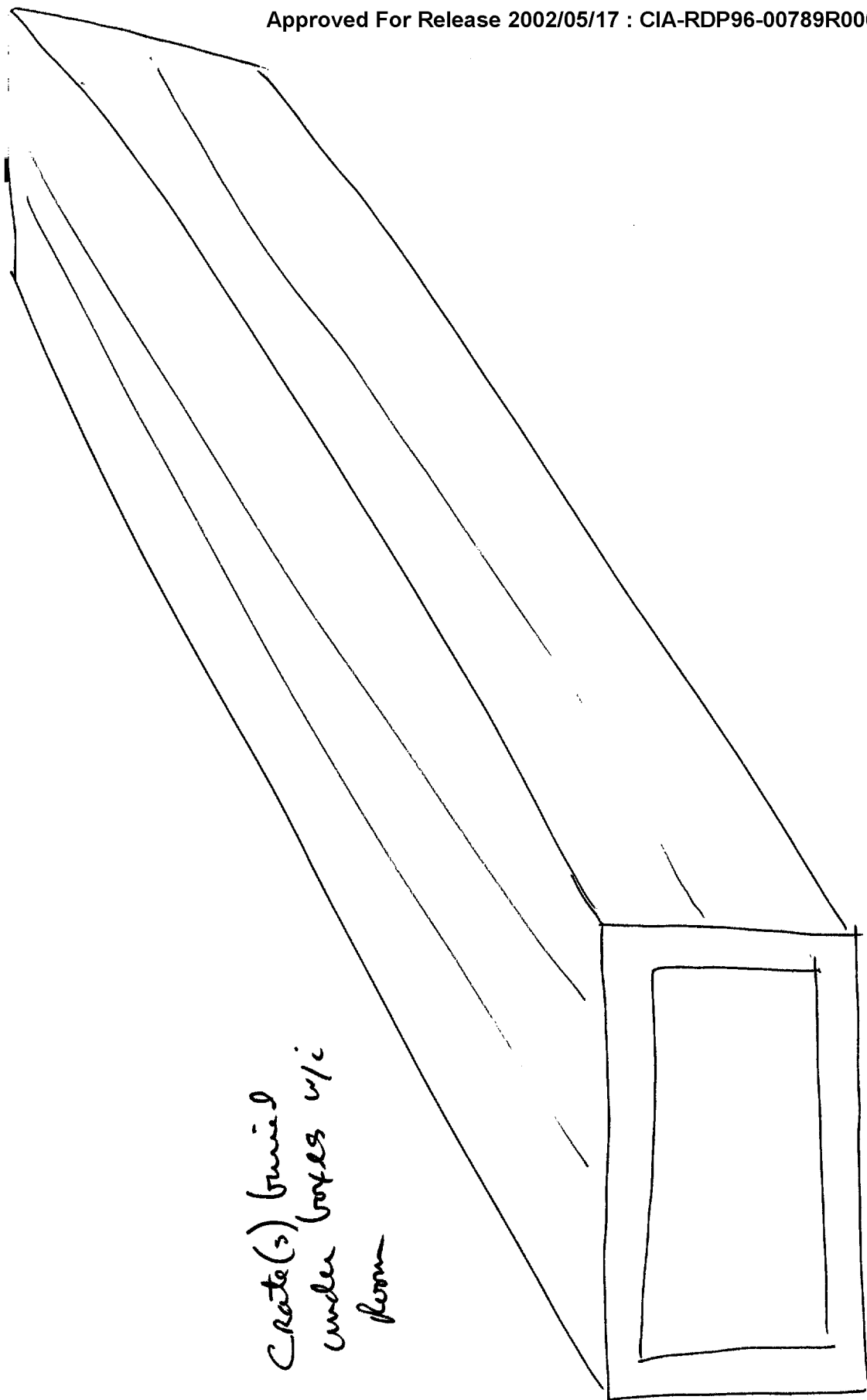
c) Panel in "Room w/ Boxes":

- wooden panel covers a shallow cupboard area w/ rocks
- ^{inside} of cupboard is damp, rotten, decayed;
- there is a lot of confusion about what is behind this panel/cupboard.
- feeling that a maze or labyrinth of something occurs behind panel/cupboard.



9027
9005
049
S:02





PI - *fried*
AV - *none*

049
16 May 90
H. M. M.
061
1351

AVC BK
Stinger/missile

52

D

[957376 104305]

Approved For Release 2002/05/17 : CIA-RDP96-00789R000900170004-1

Ac Ac/S

[Room]

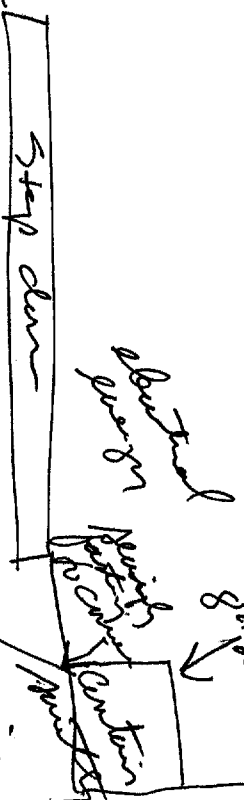
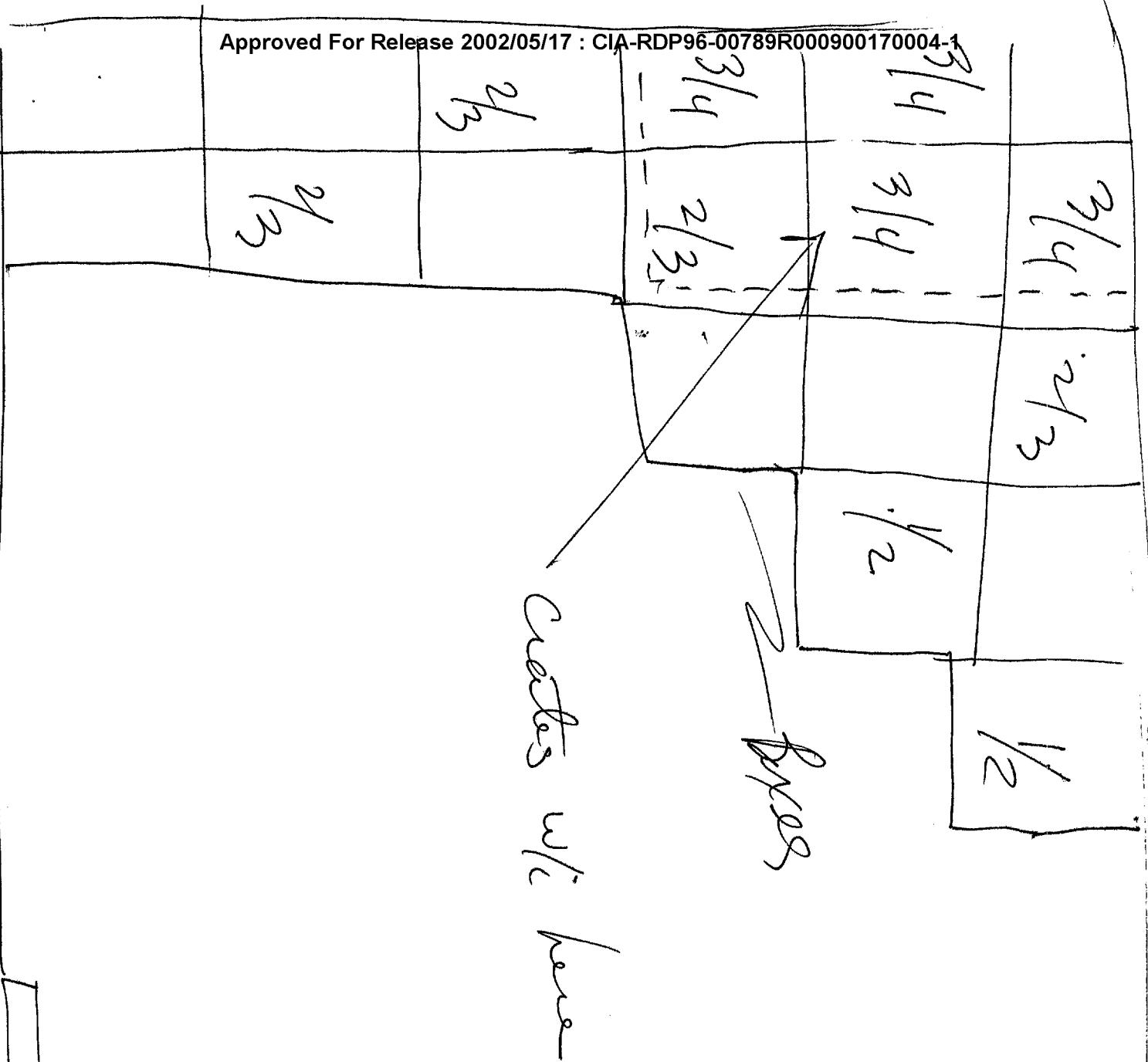
Damp
Wet
Musty

Low

Row of lights
on ceiling of
passageway
Two lights;
just bulbs

At least no step down
into room.

Door quite close;
slides rather than
opens in a arc.
small interior of
sliding apparatus

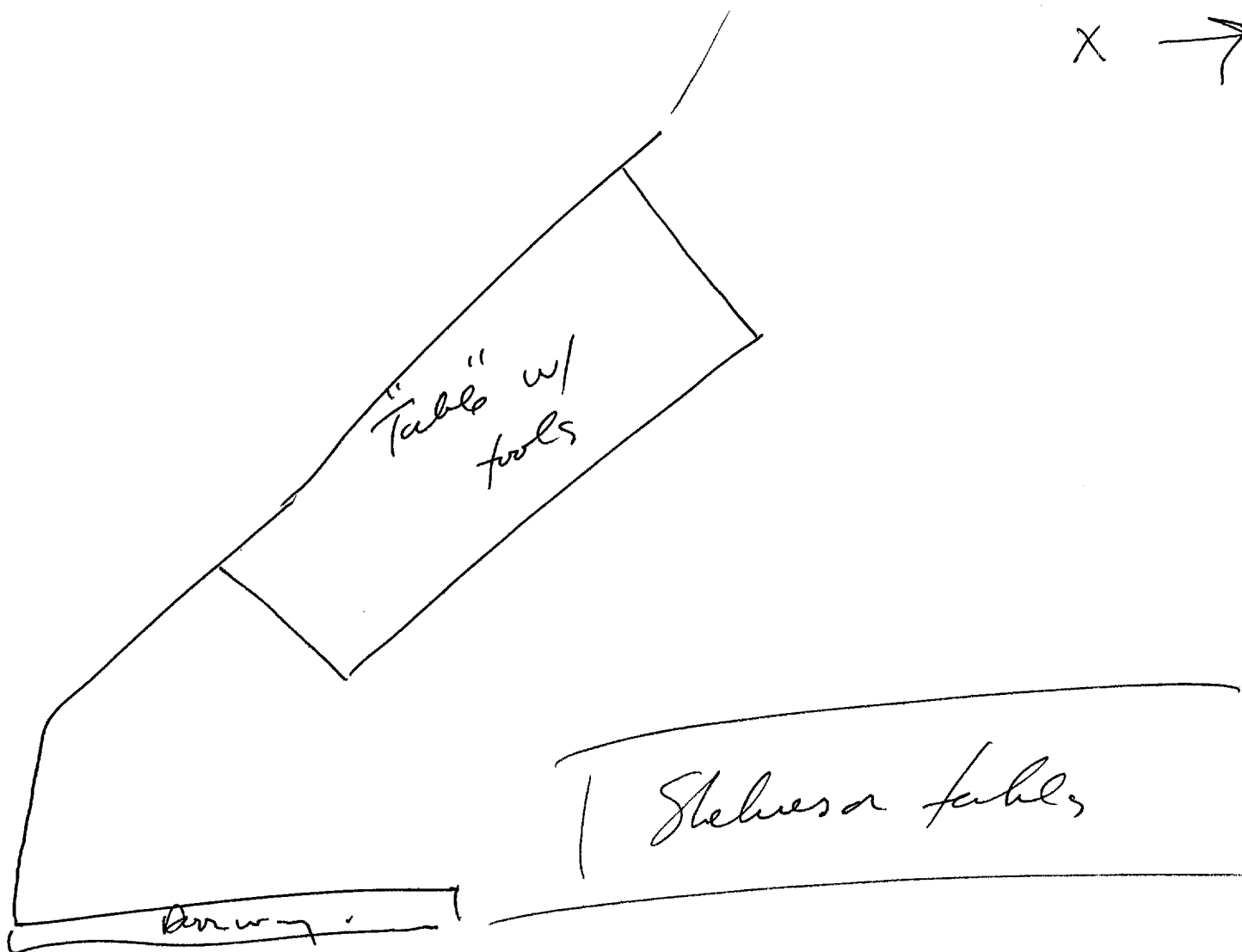


Black wood panel
door
wall step up
(Black & white) photo
wall

[Smaller Room
behind door]

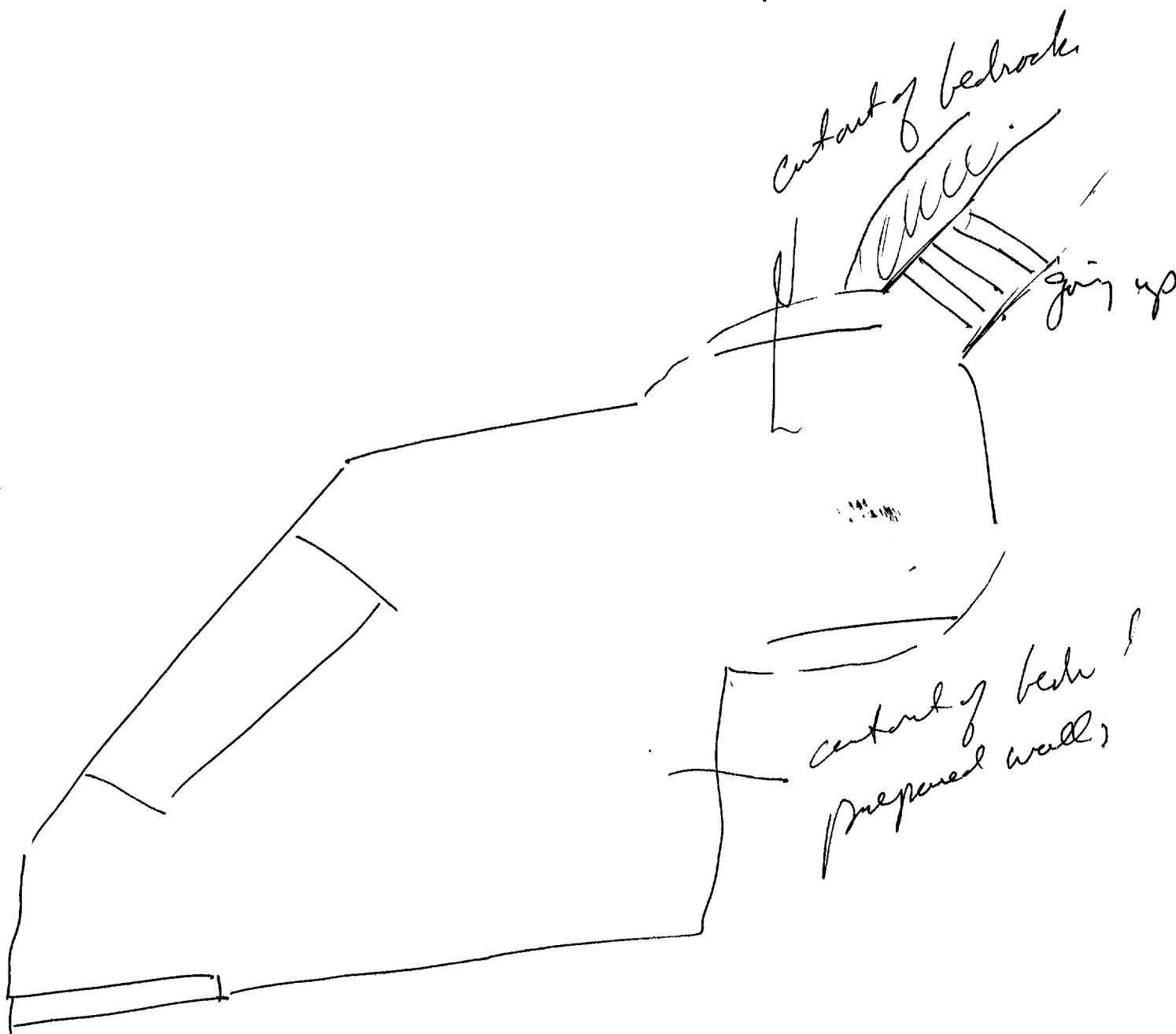
Tables or shelves
clutter of items on
top of one table
Tools

X →



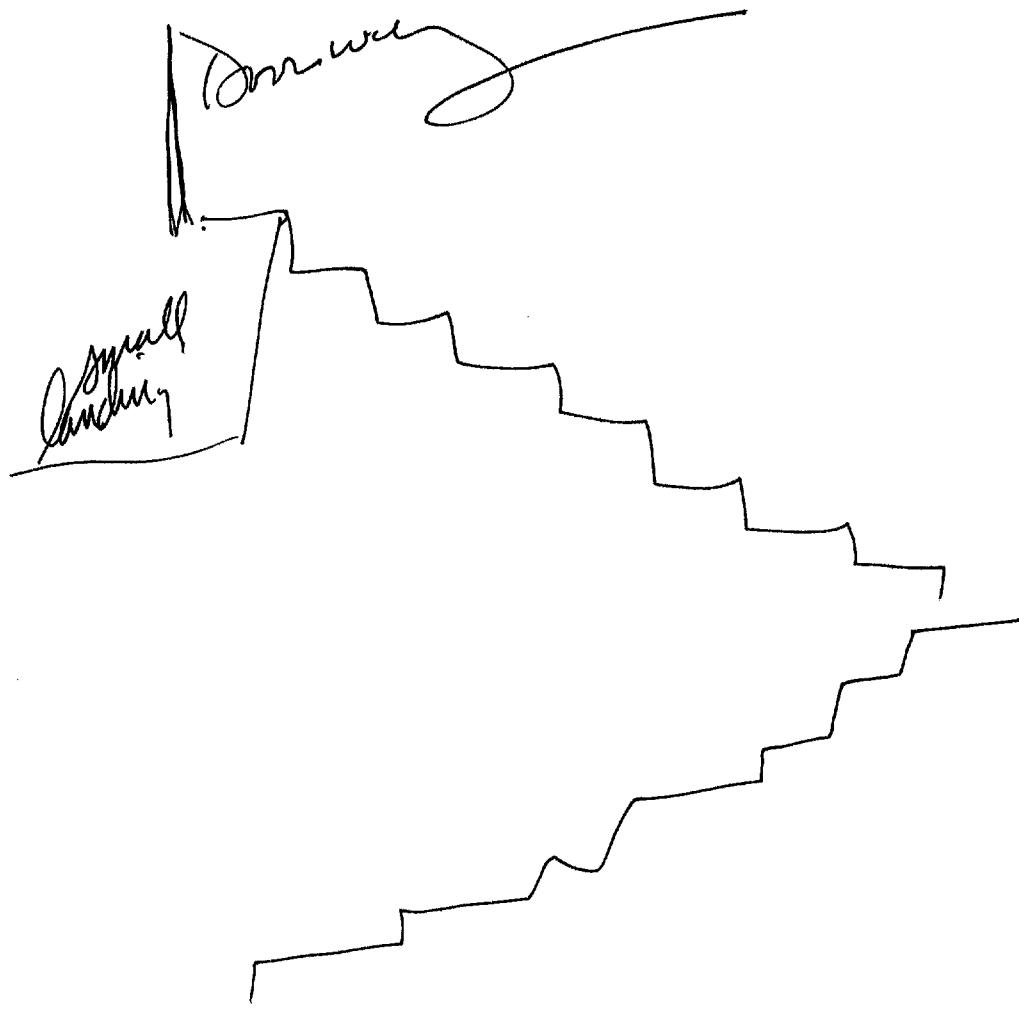
Heaving

Prepared built
with floor
Rocks or shelves on
3 sides



52

D AI EI T I Ac Ac/s



32

D

AOC/5

Bright
open

AOC/5
Office
AOC/5
Library
AOC
Bedroom

[Panel in "Box" Room]

It's like a shallow cupboard
w/ rocks

AI
Deep rotter

Decayed

ET 1435

AOC/S
Not there that
print falls to not
know about